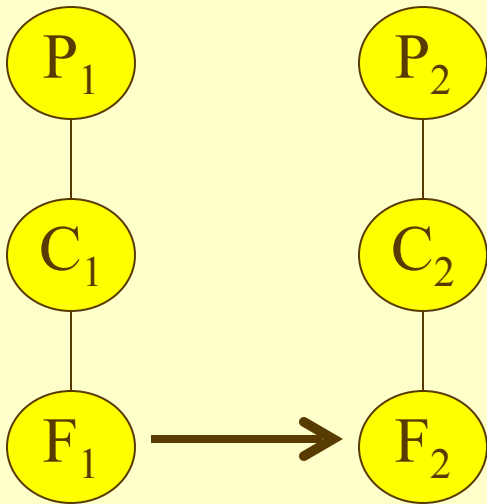




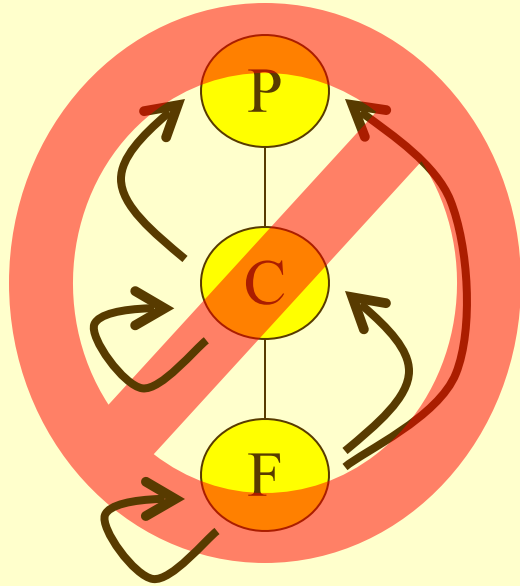
Where Do They Come From?



- Feature-to-Feature
 - Field access
 - Method call
 - Method cannot depend on itself, as in recursive calls



No Dependency on Self



- Does not add information
- Compile time
 - Class is unit of compilation
- Runtime
 - Class is unit of loading
- Maintenance
 - Already editing class or feature